

WARSONGTM



TRECOTM

INSTRUCTION MANUAL

SEGA
GENESIS
16-BIT CARTRIDGE

HANDLING THE CARTRIDGE

WARNING

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Thank you for selecting Treco's WARSONG™ Game Cartridge. Please read this instruction manual to ensure proper handling of your game. Enjoy!!!

SAFETY PRECAUTIONS

- 1) The Sega Genesis Cartridge should only be used for the Sega Genesis System™.
- 2) Make sure that your Genesis System is turned OFF when inserting or removing your Genesis Cartridge.
- 3) Avoid subjecting your Genesis Cartridge to extreme temperatures and shock. Do not touch terminals, or subject cartridge to thinners, solvents, benzene, alcohol and other cleaning agents.
- 4) Do not attempt to disassemble your Genesis Cartridge.
- 5) Pause for 10-15 minutes after long periods of continuous game play.

LOADING INSTRUCTIONS

- 1) Make sure the power switch on your Genesis System is in the OFF position.
- 2) Insert the WARSONG™ Cartridge into the console as directed in your Genesis system Manual. The cartridge label should be faced towards you, and firmly inserted in the slot.
- 3) Turn the power switch on your Genesis System to the ON position. If nothing appears on the screen, recheck insertion.

WARSONG™ is a simulation war game in a fantasy world. Your mission is to command an army to victory in 20 scenarios of combat. The winning and losing conditions of the game vary with the scenario. We recommend that you study the elements of terrain, armies, and conditions before attempting a campaign.

Story	P4
Cast of Characters.....	P5
How to Start.....	P9
Operations	P10
Game Play and Procedures.....	P11
Game Tactics and Hints.....	P37

In the dark ages, the sword called “**WARSONG**” was passed from one ambitious ruler to the next. Its power was said to be unlimited, and this attracted the greed of many a vile man. As time passed, it was realized that this force must be contained, or it would destroy the world by its mere presence. And so, the family of *Baltia* claimed the sword, and sealed it.

But the desire to wield the blade was not extinguished. The evil emperor Pythion, craved the sword, and now his armies are on the march to destroy *Baltia*, and claim **WARSONG**.

CAST OF CHARACTERS

GARETT
Fighter



The prince of the Kingdom of Baltia. He escaped from Baltia castle and eluded the Dalsis army. With his allies, he is attempting to regain the legendary sword, WARSONG.

BALDAROV
Sword Master

A veteran knight of the Baltia kingdom. By order of King Alfador, he is to guard the Prince in his journeys.

SABRA
Fighter



An excellent horseman, she serves as the commander of the Baltia guard troops. Sabra also managed to escape when the castle was under siege.

CALAIS
Warlock



Raised to be the magical protector of the kingdom, she fought alongside King Alfador. Aside from the King, she is the only one who knows the true power of WARSONG.



MINA
Cleric

A wandering cleric, she wanders the countryside, healing the sick and needy.



THORNE
Fighter

Fighting under Duke Carleon, he is commander of the Sulras defenses. Despite his appearance, he is polite, and has a strong sense of justice.

TIBERON
Crocodile Knight

Formerly a pirate, he joined Baltia after a long sea battle between them. The king entered him into the Knighthood, and held him responsible for the waterways of Baltia. He was caught and confined to the dungeon of Baltia Castle by Dalsis troops.



BAYARD
Fighter

He commands the frontier guard of the Baltia kingdom. Cool and calm, he shows incredible strength in battle.



SETUP

Set the cartridge properly in the Sega Genesis™ and switch the power on. The opening for the game will begin, and you can press START to view the title screen. When the menu appears, choose by pressing the Control Pad up or down, and pressing the "C" button on your choice.



NEW GAME

: Start the game from the beginning.

LOAD

: Recall data saved after the completion of a previous scenario.

CONTINUE

: Recall data saved by "Interrupting" a game.

SAVE FUNCTION

There are two ways to save data.

RECALL TYPE

When data is saved.

LOAD

When you clear a scenario. You can save in 4 files. See page19.

CONTINUE

Anytime during a campaign. Can only save one game. See page 36.

Basically, you will use the Control Pad to move, "C" button to choose, and "B" button to cancel.



MENU

DURING A TURN

START BUTTON

End Turn

Open Menu

CONTROL PAD

Move Cursor

Move Cursor

C BUTTON

Select

Select/Command/
Open Menu

B BUTTON

Cancel

Cancel/
Increase Game Speed

A BUTTON

Change Scale
Of Map

GAME PLAY AND PROCEDURES

SCENARIOS

The objective of WARSONG is to successfully complete each scenario. Scenarios are set up as follows:

PROLOGUE	Shows the scenario story and the winning conditions.	P12
CHOOSE COMMANDER	Choose which commanders will join the scenario.	P12
ASSIGN SOLDIERS	Assign soldiers to each commander and equip items.	P14
ORDER COMMANDER	Deploy commanders on the map.	P17
PLAYER'S PHASE	Issue orders to the troops to move or attack.	P18
ENEMY'S PHASE	Enemy troops move or attack. Turns repeat until one side wins.	P18
WAR RESULTS/SAVE	Winning scenario results are given. These results are converted into gold and added to the player's booty. Player's can save their progress at this point.	P19

GAME OVER

When the player loses the scenario, "GAME OVER" appears on the screen. Press any key to start the scenario over.

PROLOGUE

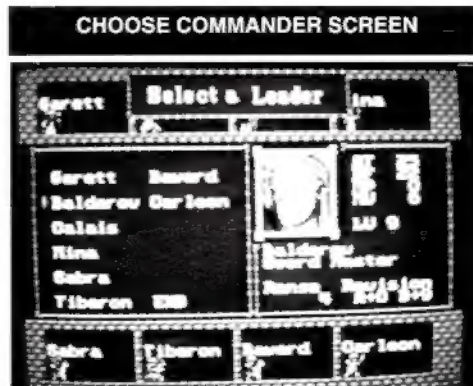
Here you are given the story and the winning conditions of the scenario.



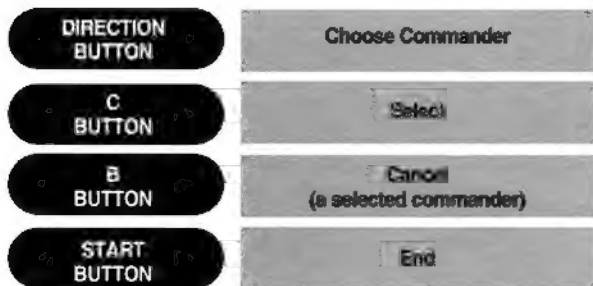
OPERATION: Press any button to display the scenario map. Press again and proceed to the next screen.

CHOOSE COMMANDER

Decide which commanders will join the scenario. This option automatically skips when there are no commanders to select.



OPERATION: Determine who joins from the available commanders displayed on the list.



Proceed to the next screen by choosing END or by pressing the START BUTTON.

RULE: "GARETT" will always be in the scenario.

TACTICAL ADVICE

Remember, weak characters will remain weak without gaining experience. Select well balanced troops - characters that gain experience are most valuable.

*See How to judge the commander's abilities

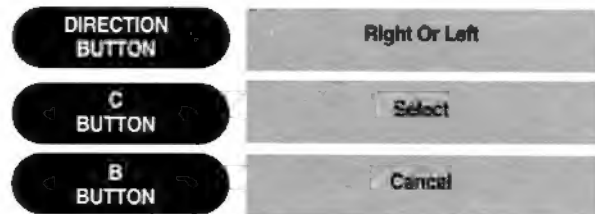
P25

ASSIGNMENT OF SOLDIERS AND ITEMS

Assign soldiers to each commander and equip items. Deploy your troops and prepare for battle!



OPERATION: Assign soldiers and items to chosen commanders.



A menu appears after the selection of each commander. Designate soldier or item from this menu. Select END to complete.

ASSIGNMENT OF SOLDIERS

There are 1-3 types of soldiers displayed on the right. Pay close attention to the strength of the soldiers and the amount of gold you possess.

Choose END to complete the assignment of soldiers.

SCREEN FOR SOLDIER ARRANGEMENT

Other
commander's
soldiers



Soldier's
price

Ability of
Soldier

Money
available

Quantity of
soldiers
bought

**DIRECTION
BUTTON**

Choose Type Of Soldier

**C
BUTTON**

Increase Soldier Quantity

**B
BUTTON**

Decrease Soldier Quantity

**START
BUTTON**

End

RULE: You can assign only one type of soldier to a commander. You need money, or gold, in order to purchase soldiers. You cannot assign soldiers that you cannot pay for. Assigned soldiers cannot be carried over into the next scenario if they survive.

TACTICAL ADVICE

You'll want to guard all of your corps with strong soldiers, however, you also have to balance them with other commander's subordinates. Make the most effective troop collection possible with the money you have.

*How to judge soldier's ability

P24

ASSIGNMENT OF ITEMS

When there is an item in the display, you can select the item for a commander. Choose END when assignment is complete.

SCREEN TO ARRANGE ITEM

Other
commander's
item



Item List

**DIRECTION
BUTTON**

Choose Item

**C
BUTTON**

Select

**B
BUTTON**

Cancel

**START
BUTTON**

End

RULE: Each commander can have only one item.

TACTICAL ADVICE

Items are found as you advance through each scenario. Each item possesses a unique power. Use them and discover their secrets.

START

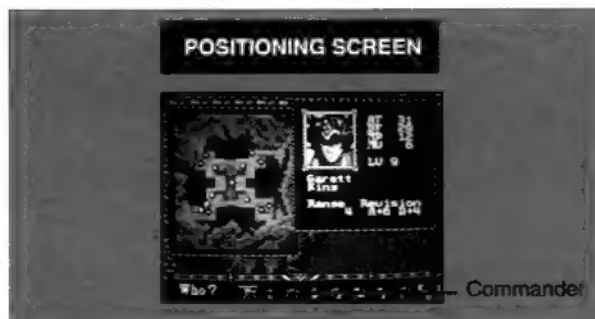
Complete the selection of soldiers and items, and go to the next screen.

TACTICAL ADVICE

Make certain that you have left nothing behind.

POSITION COMMANDERS

Decide a commander's position at the beginning of a TURN. A reduced map will be shown and available positions are indicated. In the scenarios where placement is not necessary, this feature is skipped.



OPERATION: As each commander is shown, choose the one that you want to position.

DIRECTION
BUTTON

Left Or Right

C
BUTTON

Select

B
BUTTON

Cancel the Chosen Commander

After selecting a commander, the cursor moves to a reduced map. Designate the position you wish to occupy.

DIRECTION
BUTTON

Select Position

C
BUTTON

Designate

B
BUTTON

Select Position

Each commander must be placed individually in this manner. After all of the commanders are positioned, select END and proceed to the next screen.

TACTICAL ADVICE

Positions vary with each scenario. Keep in mind the Winning Conditions in each scenario and deploy your commanders accordingly.

TURN

Both players and enemies issue commands to their units and proceed with their operations. One player's phase and one enemy's phase constitutes one TURN. Phases repeat alternately until one side wins. When the Winning Conditions are met, the war results will be shown. The game is over when the Winning or Losing Conditions are met.

REPORT OF WAR RESULTS/ SAVING THE GAME

The amount of enemies defeated is shown. Results are evaluated and gold is awarded. A clear Bonus is also added for being victorious in the scenario.

OPERATION: Press any button and the save menu will be displayed. Choose the data number you wish to save your game under, or select **CANCEL**, if you don't want to save the scenario.

**DIRECTION
BUTTON**

Up or Down

**C
BUTTON**

Select

URNS

PROCEEDING WITH A TURN

A **TURN** is determined by commanders giving orders to their troops and combat. Necessary operations and information, before a turn, are given **Below**.

DISPLAY DESCRIPTION:

Unit	P22
Information Window	P23
Abilities of Units and Parameters	P24
Rules of fighting and Parameters	P26
Conversation Mode	P28
Rank Upgrade	P28

HOW TO GIVE A COMMAND

Unit CommandGive a command to an allied unit.

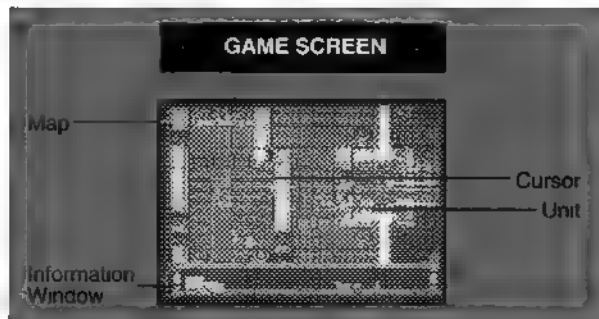
Move	: Move units.....	P29
Attack	: Attack an enemy.....	P30
Magic	: Cast a spell (Commanders only).....	P31
Treat	: Heal self (Commanders only).....	P33
Command	: Issue commands to unit (Commanders only).....	P33

Set Up/CommandSet up a game and end a phase.

End of Phase	: Complete a necessary command; end allied troop's phase.	P34
Full Size Map	: Shows entire map	P35
Winning Condition:	Shows winning and losing conditions.	P35
Game Speed	: Change indication speed.....	P35
Semi-Automatic	: Change mode to move cursor	P36
BGM	: Change ON/OFF for background music.	P36
Interruption	: Save the game at this point.....	P36

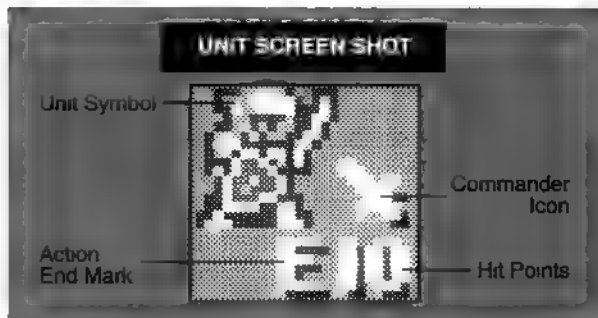
DISPLAY INFORMATION

Various information is displayed on screen. Review and understand each indicator before beginning the game.



DISPLAY INFORMATION

Arranged units on the screen contain various information.



- **Unit Symbol** ————— Indicates type of unit.
- **Action End Mark** ————— Indicates an action has ended. Commands cannot be given to units with this mark. Units with an "X" mark are not under the player's command, and cannot be moved, even if it is an allied unit.
- **Command Mark** ————— Appears next to the commanders, indicating a command to his troops.
- **Hit points** ————— Shows endurance power. Yellow indicates an ally and blue indicates a foe.

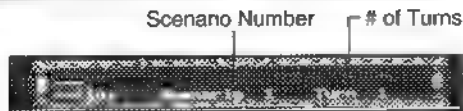
EXAMPLE

This unit is an allied fighter and commander. He gives an attacking command to his troops and his hit points show 10. His action phase has ended.

INFORMATION WINDOW DESCRIPTION

Details of the information window vary with the position of the cursor.

WHEN NO CURSOR IS ON A UNIT

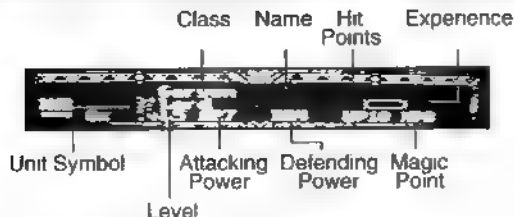


Topography of location and percentage of effectiveness in battle at cursor position

WHEN CURSOR IS ON A SOLDIER'S UNIT



WHEN CURSOR IS ON A COMMANDER'S UNIT



DISPLAY INFORMATION

Abilities of units and parameters are divided into two types; all units have one type, while commanders have another type.

PARAMETERS WHICH ALL UNITS HAVE

Class

Indicates a type of unit. Attacking power, defending power, and moving power are determined by the class.

Attacking Power AT

Shows how much the unit damages enemies. The higher the figure, the more damage a unit does.

Defending Power DF

Shows how much the unit defends from attack in the fight. The higher the figure, the less damage a unit receives.

Strength HP

As the unit is attacked, this number becomes lower. When hit points reach 0, that unit is defeated. If a soldier's unit is located next to its commander (either one position to the left, right, up, or down) at the beginning of the TURN, it will recover. Commander's units can heal themselves using the "TREAT" command.

Moving Power

Shows the distance (number of titles) which the unit can move by using a "MOVE" command.

PARAMETERS WHICH ONLY COMMANDERS HAVE

Name	Commander's name
Level L	The higher this level becomes, the more advantageous it is in revising the level during combat.
Experience Rate	Experience increase when you (a commander) or your troops defeat an enemy unit. As this meter's gauge becomes full, the unit's level goes up automatically. The ability of the unit gets higher.
Sphere of Command	Indicates the radius of a favorable territory where the revised value will be added to your units during battle. In open territory your troops will have the battle advantage. The sphere of command is displayed by a blinking blue area.
Attack Power Revised Rate A+	Indicates how much attacking power can be added to the units in your sphere of command.
Defending Power Revised Rate D+	As with <i>Attacking Power Revised Rate</i> , this figure is added to your troops defending power.
Magic Point MP	Shows the amount of magic available. As spells are used, the magic points are consumed.
Available Magic	The ability to use magic varies from class to class. The higher the level of the magic user, the more effective the magic.

RULES AND CONDITIONS IN THE FIGHT

When you issue an "ATTACK" command to the unit, it will fight an enemy unit. The final results of the conflict are affected by several conditions:



Basic Ability	The unit's Attacking and Defending Power.
Revision of Command	Effective only when the allied unit fights within the sphere of command. Commander's revised rate of Attacking and Defending Power is then added to the basic ability. This revision does not affect the commander's battles.
Revision of Level	Attacking becomes advantageous depending on the commander's level.
Terrain Effect	Defending power increases depending on the nature of the terrain where the unit is positioned.
Hit Points	The larger the point total the unit has, the more attacking it can do and the more damage it can cause the enemy.
Mutual Attack	Depending on each type of unit, it becomes advantageous or disadvantageous.

RULE: As a result of a fight, the unit disappears when the hit points show 0. When you defeat an opponent's unit, experience rate is added to your commander. When you defeat an opponent's commander, his troops disappear. You cannot get the experience rates of defeated units.

TABLE OF MUTUAL ATTACK

Unit Composition affects each conflict. According to the composition of each fighting unit, to may have an advantage or disadvantage.

ALLY/ENEMY	SOLDIER	HORSEMAN	ARCHER	FLYING SOLDIER	UNDEAD
SOLDIER	---	X	0	---	---
HORSEMAN	0	---	X	---	---
ARCHER	X	0	---	0	---
FLYING SOLDIER	---	---	X	---	---
MONK SOLDIER	---	---	---	---	0

0: Advantage to Ally X: Disadvantage to Ally --- No Effect

EXAMPLE: It is a handicap for a flying soldier to attack an archer.

Monk Soldiers

Monks, Clerics, Priests, High Priests, Saints, Bishops

Undead

Skeletons, Styracosaurus, Living Armor, Wights

CONVERSATION MODE

Characters engage in several conversations depending on the situation. These are important strategically, so pay close attention. Conversation is automatic

CONVERSATION SCREEN



**C
BUTTON**

Proceed Conversation

**B
BUTTON**

Press To Advance Conversation

RANK UPGRADE

When the commander's level becomes 10, you can advance to the next higher rank. The rank upgrade improves the unit's ability greatly. When you can choose from more than two classes, a menu is displayed

**C
BUTTON**

Proceed Conversation

**B
BUTTON**

Press To Advance Conversation

**A
BUTTON**

View The Abilities Of The Rank

HOW TO GIVE A COMMAND

When you choose a unit during the player's phase, the unit command menu is displayed. Commands can then be given to the unit. However, you can only give a command to the units which are not marked by "E" or "X".

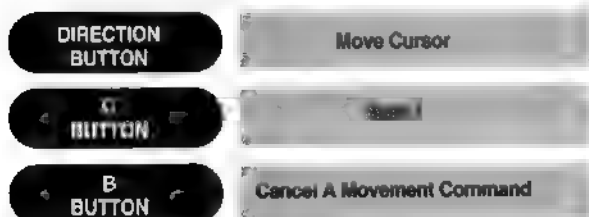
Since "E" (Action End Mark) is added at the completion of the following commands: MOVE, ATTACK, MAGIC, and TREAT - any one of these commands can be given once per phase. You can use COMMAND as often as you want, even if an action has been completed.



MOVE

Moving a unit to a desired location.

OPERATION: The shape of the cursor will change to a winged boot, and the sphere of movement will be displayed in color. Move cursor to determine movement to a location.



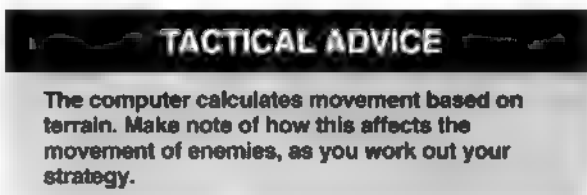
When you move a unit to a determined location and the move is valid, your unit may be placed or left there. You can cancel a command at this point.



When an enemy unit is in a title next to the location you have chosen, you will immediately begin attacking. If you don't wish to attack, you can cancel the strike by pressing the B BUTTON. However, an "E" mark will be added to the unit by the cancellation and no further commands can be issued to that unit for the TURN.

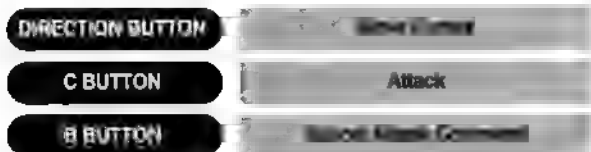
RULE: When a unit moves on a map, each time it passes a new title, it consumes its moving power according to the type of terrain. When your moving power is exhausted, you will stop. Degree of movement consumption corresponds with the terrain and the type of unit. See Pages 39-41.

Tiles where allied units are located can be passed, but you cannot pass a tile where an enemy's unit is positioned.



CONTINUED ON NEXT PAGE...

When an enemy's unit moves next to an allied unit, it is possible to attack it.



RULE: Attacks are limited to enemy units located one tile either up, down, left, or right. See Page 25 regarding conditions to win or lose a fight.

TACTICAL ADVICE

If you attack an enemy, they will counterattack. Attack them taking into account the strength of the unit and the terrain.

MAGIC (For Commanders Only)

Spell types will depend upon your class type. Spells cannot be used without sufficient magic points (MP). There are two types of magic: offensive and healing. If a unit belongs to a class who cannot use magic, nothing will happen.

OPERATION: Magic menu will be displayed. Choose the spell you want.



Cursor will change to a staff shape and the sphere of magic is displayed in color. Move cursor and decide a location.



RULE: You cannot cast a spell without a sufficient amount of magic points. The effective range of a spell is fixed to each type of magic. Degree of magical impact is dependent on the caster's level.

TACTICAL ADVICE

You can fight an enemy with fewer soldiers by mastering magic. Consider a strategy using a combination of combat and spells.

TABLE OF SPELLS

SPELL	EFFECT	MP
TORNADO	4 Tornadoes appear and cause damage	8
FIRE BALL	Fireball flies to a destination and explodes Fire Dragon appears and blows a stream of fire	4/8
EARTHQUAKE	Makes earthquakes and destroy walls. Effective for wide range	16
LIGHTNING	Emits light from fingertip and attack an enemy in the line of fire	4
THUNDER	Lead thunder takes place and causes damage	4
MAGIC ARROWS	Beginner's magic. Both Magic power and effective range is limited	2
SLEEP	Puts the victim to sleep for the remainder of the scenario	4
CONFUSION	Confuse and attack without regard for enemy or friend	8
BLIZZARD	Cold air gathers and freezes surroundings.	4
HEAL 1-3	Treatment Magic. Larger number is more effective	2/4/8
STONE GAS	Used by Bashisks to turn humans into stone statues.	?

TREAT (For Commanders Only)

TREAT is a healing spell for commanders to recover hit points. Hit points of his unit also recover.

OPERATION: When you want to treat, press "C" button and proceed.



RULE: The "TREAT" command does not consume magic points, and is used only by commanders.

TACTICAL ADVICE

You may want to keep hit points full at all times, however, you must sacrifice the action of one turn.

COMMAND (Commanders Only)

Give a command to allies. When the units who have not ended their action after completing a phase move automatically, this command affects their actions.



DESCRIPTION OF COMMAND MENU

Move	: Obey a commander/More information
Attack	: Engage enemy.
Defense	: Gather around a commander and wait for commands.
Manual	: Stop automatic movement.

AUTOMATIC MOVEMENT OF YOUR ALLIES

When the player has allied units in his troop and all action has been completed by the player, these allied units move automatically following orders from their commanders.

This is handy when you simply want to move the whole troop or when you want to make them attack. When you don't want them to move automatically, you can issue a manual command.

RESOLUTION COMMAND

In the normal situation of your troop's phase, the resolution menu will be displayed by pressing the START BUTTON. You may end a turn or settle the game situation at this point.



END OF PHASE

Ending a phase will begin the enemy's phase. Choose this option after you have given all necessary commands. Since this option cannot be cancelled, ensure that all necessary commands have been issued to each unit.

FULL SIZE MAP

A whole map of the scenario is displayed. Set up an indicated position on the map screen by moving cursor on the map.



WINNING CONDITION

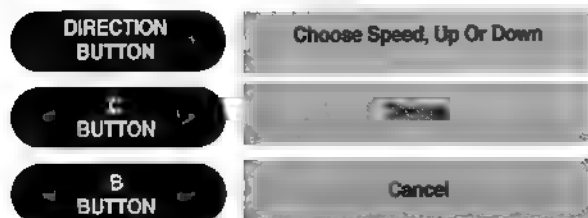
Displays conditions to win and lose for the scenario being played.



GAME SPEED

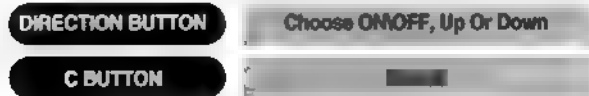
Adjust the game speed, such as movement speed of cursor and progress speed of flight animation.

OPERATION: Shows speed menu. Choose speed you want.



SEMI-AUTOMATIC

Switch the movement of cursor for an allied troop's phase.



DETAILS OF SEMI-AUTOMATIC MENU

ON (Semi-Automatic mode) Cursor automatically moves to an allied unit and opens command menu in order. Give commands one by one to all units and end the phase by itself. To release the semi-automatic mode, open a settlement command menu by pressing START BUTTON and set "Semi-Automatic" to OFF.

OFF (Manual Mode) This is a normal mode to move cursor by pressing control pad.

BGM

OPERATION: Set up BGM to ON/OFF. When the menu is displayed, choose ON/OFF.



INTERRUPTION

Save game information (unit's location, hit points, etc.) in backup memory and return to the opening. After you return to the opening, game information is saved. You can discontinue a game and re-start it again. To re-start a game, choose CONTINUE from the menu on the title screen.

GAME TACTICS AND HINTS

ABOUT OPERATION

■ *To review the condition to win:*

See the Winning Condition in the settlement menu command. It shows the condition to win and lose.

P35

■ *Immovable allied units:*

Allied units who are not under the player's command. Since a unit with an X mark is not under the player's command, you cannot give him a command. He thinks and takes action independently.

P22

■ *How to use gold:*

In WARSONG you must buy soldiers. Hired soldiers join operations only in a single scenario. In subsequent scenarios you must re-enlist their services. So it is economical to conquer a scenario with fewer soldiers.

P14

ABOUT STRATEGY AND COMBAT

■ *Maximize hit point recovery:*

When a commander positions himself next to another commander using a treat command, and when an ally takes a position next to his own commander at the start of a turn, their hit points can be recovered.

P32

It is important to recover hit points before they indicate 0.

P33

■ *Master commander's rules and improve your chances for victory:*

A commander is strong, able to cast spells, and able to recover his soldiers' hit points. Besides, he gives an advantage to his soldiers' battles within his sphere of command.

P25

During his action, he does not have to give commands to his soldiers. He can make them act automatically by using COMMAND, and he can concentrate on his actions without worrying about their movement.

P33

■ *Get Experience points:*

A commander moves to an upper level and changes class by gaining experience points. Commander's abilities become stronger as his level and class increase. Your chances for victory are greatly improved when you earn more experience points.

■ *Don't over rely on Baldarov:*

Baldarov is a powerful commander. Due to his great age however, he cannot advance in class. Let Baldarov weaken the enemy and have another troop put an end to them. This way other commanders can improve their class.

SCENARIO TACTICS MENU

The following scenario tactics are given below to help you start the game more effectively:

SCENARIO 1

Powerful enemy troops surround a castle. It will be impossible to destroy them completely. While you make Baldarov cover, have Garrett move to the end tile of the map. Earn as many experience points as you can. If you are not confident, escape to the upper edge of the map early in the scenario.

SCENARIO 2

Protect Mina at all costs. If you feel adventurous, even though you will be sacrificing experience points, it may be a good gamble to attack an enemy's commander and destroy his troop completely. However, if you raise Garrett's level in this scenario his combat abilities improve.

SCENARIO 3

In this scenario, concentrate on raising Garrett's level. Garrett should be a strong commander at this point. Malvese is the commander of a group of robbers who appears to the right of the map.

TABLE OF ABILITIES/ALLIED TROOPS COMMANDERS

CLASS	MF	AF	HP	MP	AT	DF	MV	CR	A+	D+
FIGHTER	I	S	10	0	23	20	6	3	0	2
LORD	I	S	10	8	27	24	6	4	2	4
SWORD MASTER	I	S	10	0	25	22	6	4	0	9
KING	I	S	10	12	31	28	6	4	6	4
KNIGHT	T	S	10	0	31	20	8	4	4	2
KNIGHT MASTER	T	S	10	8	34	24	8	4	8	2
MAGIC KNIGHT	T	S	10	16	31	25	8	4	6	4
GRAND KNIGHT	T	S	10	0	33	28	6	4	8	4
CROCODILE KNIGHT	S	S	10	0	28	20	7	4	2	2
SERPENT KNIGHT	S	S	10	0	32	24	7	4	6	2
DRAGON KNIGHT	A	S	10	4	34	24	9	4	4	2
WARLOCK	I	S	10	10	27	13	8	4	3	2
WIZARD	I	S	10	16	27	15	6	4	6	2
ARCH MAGE	I	S	10	32	31	17	6	4	9	2
BISHOP	I	S	10	16	27	20	6	4	6	4
CLERIC	I	S	10	8	23	17	5	4	0	4
PRIESTESS	I	S	10	16	27	24	6	4	2	6
HIGH PRIESTESS	I	S	10	32	27	32	6	4	4	8
SAINT	I	S	10	24	31	24	6	4	9	4

TABLE OF ABILITIES/ ALLY UNITS ALLIED TROOPS

CLASS	MF	AF	HP	AT	DF	MV
SOLDIER	I	W	10	20	14	6
HORSEMAN	T	W	10	21	15	8
ELF	I	S	10	19	14	7
MONK	I	S	10	20	13	6
MERMAN	S	W	10	24	6	7
GRYPHON	A	W	10	27	13	9
GUARDSMAN	I	W	10	16	10	6
CIVILIAN	I	W	10	0	6	6

- I** *Infantry* A land moving unit.
T *Trooper* Units mounted on horses.
A *Air Force* Flying units. Units able to move on land and water. Movement on land is slow.

- S** *Shoot* Shoot Magic bullets or arrows
W *Wrestle* Slash at an enemy w/ sword. Throw rocks when he cannot come close to the opponent.

MF: Moving Formation
 A+: Command Revision (Attack)
 AF: Attacking Formation
 HP: Holding Power
 D+: Command Revision (Defense)
 MP: Magic Power
 AT: Attacking Power
 DF: Defending Power
 MV: Moving Power
 CR: Command Range

MOVING POWER CONSUMPTION

TERRAIN	%	MOVING POWER CONSUMPTION				TERRAIN	%	MOVING POWER CONSUMPTION			
FLAT LAND	10	1	1	1	2	WALLS	--	--	--	1	--
ROADS	0	1	1	1	1	RUINS	5	3	3	3	3
MOUNTAIN	30	2	3	1	--	INDOORS	10	1	2	2	1
HIGH						SHALLOWS	0	3	3	1	1
MOUNTAIN	--	--	--	1	2	WATER	0	5	--	1	1
WOODS	20	1	3	1	2	CAVES	10	1	1	1	1
CASTLE						BRIDGES	0	1	1	1	2
WALLS	40	4	--	1	4	CHESTS	10	1	1	1	2

— How to see the consumption rate of moving points —

These rates depend on the moving formation of a unit and the diversity of the terrain. These rates indicate consumed moving power to advance a unit to the location. For instance, "MV of an infantry in a soldier class is 6, so he can move 3 tiles in the mountains."

- * In regards to treasure boxes, only a commander can open it and take items found in it.

Percentage of defense effectiveness indicates an increased rate of defending power which you get according to the location of fighting.

SPECIAL CASES

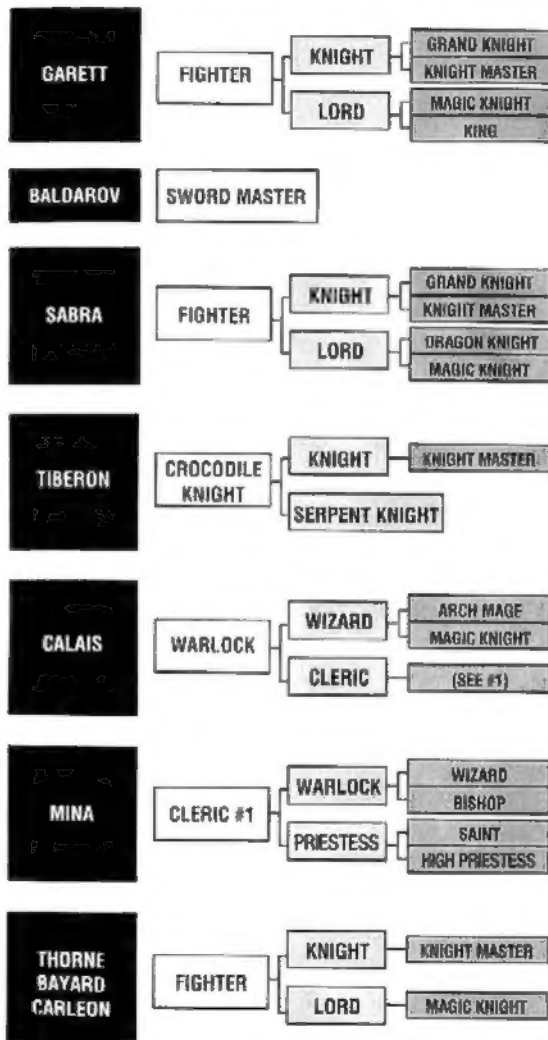
Percentage of effectiveness in the Elf's wood is 40%

Percentage of effectiveness of the air force is always 30%.

Percentage of effectiveness of the sailor on shallows and water is 50%.

MOVING FORMATION

Characters increase experience with each fight and change into more powerful commanders.







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